

IN THE TITLE:

Please amend the title to read as follows: --MUSICAL PLAYER-MOTION SENSING GAME SYSTEM--.

IN THE DRAWINGS:

Please find accompanying this response proposed amendments of Fig. 15, wherein changes are indicated in red, and a Letter to the Draftsman.

IN THE SPECIFICATION:

A substitute specification is provided herewith to facilitate prosecution of the application. Additionally, a marked reproduction of the original specification, showing changes effected in the substitute specification, is submitted herewith.

IN THE CLAIMS:

Please substitute for corresponding pending claims the claims as shown rewritten below with amendments effected therein. Appendix I is attached hereto having marked versions of said claims with amendments indicated by brackets and underlining.

Sub. B' >
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1. (Amended) A game system comprising:

a signal generating device retainable by a game player in a manner permitting transfer of at least one of a hitting motion and a swinging motion imparted thereto by said game player, the signal generating device including a signal generator including a sensor for sensing at least one of an acceleration and an impact of the signal generating device, said signal generator generating a signal in response to said at least one of the hitting motion and the swinging motion when said at least one of said acceleration and said impact is sensed while said signal generating device is retained by the game player;

a display having a display screen for displaying and successively renewing an instruction of motion on the display screen;

an evaluating means for evaluating a game result based on a generation timing of the signal; and

a sound generator for outputting at least a background sound.

Sub. D's

2. (Amended) A game system according to claim 1, wherein the sound generator outputs sounds based on at least a part of the signals generated by the signal generator.

3. (Amended) A game system according to claim 2, wherein the sound generator outputs the sounds based on the generation timing of the signal.

Sub D² 4. (Amended) A game system according to claim 1, wherein the instruction of motion displayed on the display screen is in a form of at least one instruction mark.

R 5. (Amended) A game system according to claim 4, wherein the display includes an image data storage means for storing a display timing data of each instruction mark, and an image control means for reading a corresponding instruction mark to be displayed from the image data storage means and scroll displaying the read instruction mark on the display screen with respect to a reference mark.

Sub. D³ 6. (Amended) A game system according to claim 1, wherein the sound generator includes a sound data storage means for storing a multitude of kinds of sound data, a sound control means for reading a corresponding sound data from the sound data storage means based on the signal from the signal generator which is inputted thereto, and a sound output means for outputting a sound based on the sound data read by the sound control means.

7. (Amended) A game system according to claim 6, wherein the sound control means reads the corresponding sound data from the sound data

storage means when the signal is inputted from the signal generator within a predetermined time period.

10. (Amended) A game system according to claim 4, wherein the evaluating means evaluates a game result based on a ratio of the number of signals inputted during a predetermined time period from the signal generator to a total number of the at least one instruction mark.

Sub. D4> 11. (Amended) A game system according to claim 1, wherein:
the signal generator is operated by the hitting motion and the swinging motion;
the display displays a first instruction mark for the hitting motion and a second instruction mark for the swinging motion on the display screen as the instruction of motion; and
the signal generator generates a first signal corresponding to the hitting motion and a second signal corresponding to the swinging motion as the signal.

13. (Amended) A game system according to claim 11, wherein two image display areas for displaying the first and second instruction marks while moving them with respect to the reference mark are provided on the right and left

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sides of the display screen with respect to the game player, and two signal generators are provided on the right and left sides of the game system with respect to the game player.

14. (Amended) A game system according to claim 13, wherein the two image display areas are provided for a plurality of game players, and the two signal generators are provided for a plurality of game players.
